WHAT IS CLAIMED IS:

1.   A game system including a plurality of game machines which allows users to play a common game by utilizing data exchange via communication device, at least one game element possessed by a user of each game machine, among a plurality of game elements expected to be used in the game, being made capable of being transacted between users in the common game, the game system comprising:

possession information storage device for storing possession information for identifying a possession state of the game elements concerning a user of each game machine;

discrimination device for discriminating a first game machine of a side which delivers the game element and a second game machine of a side which receives the game element, from the plurality of game machines;

transaction information providing device for providing transaction information for discriminating game elements acquirable to a user of the second game machine from game elements possessed by a user of the first game machine, to the second game machine, based on the possession information corresponding to the user of the first game machine;

presentation device for presenting the acquirable game elements to the user of the second game machine via a display device of the second game machine, based on the transaction information;

transaction subject selection device for selecting at least one game element to be actually acquired by the user of

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the second game machine, from the acquirable game elements in response to a predetermined selection and decision operation on an input device of the second game machine; and

information update device for updating the possession information so as to add the selected game element to game elements possessed by the user operating the second game machine, in response to the selection of the game element conducted by the transaction subject selection device.

2. A game system according to claim 1, wherein the information update device updates the possession information so as to decrease the selected game element from the game elements possessed by the user of the first game machine.

3. A game system according to claim 1, wherein a game for conducting a predetermined competition among the plurality of game machines can be executed, and the first game machine and the second game machine are set based on a result of the competition.

4. A game system according to claim 1, comprising:

operation information providing device for providing operation information for identifying a situation of the selection and decision operation from the second game machine to the first game machine; and

selection situation display device for displaying a situation of selection of the game element on a display device of the second game machine in response to the selection and decision operation, and displaying a situation of selection of the game element on a display device of the first game machine,

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based on the operation information.

5.   A game data exchange control method applied to a game system, the game system including a plurality of game machines which allows users to play a common game by utilizing data exchange via communication device, at least one game element possessed by a user of each game machine, among a plurality of game elements expected to be used in the game, being made capable of being transacted between users in the common game, the game data exchange control method comprising the steps of:

producing possession information for identifying a possession state of the game elements concerning a user of each game machine;

discriminating a first game machine of a side which delivers the game element and a second game machine of a side which receives the game element, from the plurality of game machines;

providing transaction information for discriminating game elements acquirable to a user of the second game machine from game elements possessed by a user of the first game machine, to the second game machine, based on the possession information corresponding to the user of the first game machine;

presenting the acquirable game elements to the user of the second game machine via a display device of the second game machine, based on the transaction information;

selecting at least one game element to be actually acquired by the user of the second game machine, from the acquirable game elements in response to a predetermined

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selection and decision operation on an input device of the second game machine; and

updating the possession information so as to add the selected game element to game elements possessed by the user operating the second game machine, in response to the selection of the game element.

6. A game machine which allows a user of an own machine to play a common game with a different game machine by utilizing data exchange via communication device, at least one game element possessed by each of users of the own game machine and the different game machine, among a plurality of game elements expected to be used in the game, being made capable of being transacted between the users in the common game, the own game machine comprising:

possession information storage device for storing possession information identifying a possession state of the game elements concerning a user of the own game machine;

discrimination device for recognizing the own game machine as either a first game machine of a side which delivers the game element or a second game machine of a side which receives the game element, and recognizing the different machine as either of them;

transaction information providing device, responsive to recognition of the own machine as the first game machine, for providing transaction information for discriminating game elements acquirable to a user of the different game machine from game elements possessed by a user of the own game machine, to

the different game machine, based on the possession information;

presentation device, responsive to recognition of the own machine as the second game machine, for presenting the acquirable game elements to the user of the own game machine via a display device of the own game machine, based on the transaction information for discriminating game elements acquirable to the user of the own game machine provided by the different game machine;

transaction subject selection device, responsive to a predetermined selection and decision operation conducted on an input device of the own game machine in response to the presentation of the game elements to the user of the own game machine, for selecting at least one game element to be actually acquired by the user of the own game machine, from the acquirable game elements, and providing selection result information identifying the selection result to the different game machine; and

information update device, responsive to selection of the game element conducted by the user of the own game machine based on the transaction information provided by the different game machine, or responsive to provision of selection result information identifying the selection result of the game element from the different game machine in response to the provision of the transaction information to the different game machine, for updating the possession information, based on the selection result.

7.   A computer readable storage medium having a program recorded thereon, the program allowing a user of an own game machine to play a common game with a different game machine by utilizing data exchange via communication device, and the program making it possible to transact at least one game element possessed by each of users of the own game machine and the different game machine, among a plurality of game elements expected to be used in the game, between the users in the common game, the program being formed so as to make a computer included in the own game machine function as:

possession information storage device for storing possession information for identifying a possession state of the game elements concerning a user of the own game machine;

discrimination device for recognizing the own game machine as either a first game machine of a side which delivers the game element or a second game machine of a side which receives the game element, and recognizing the different machine as either of them;

transaction information providing device, responsive to recognition of the own machine as the first game machine, for providing transaction information for discriminating game elements acquirable to a user of the different game machine from game elements possessed by a user of the own game machine, to the different game machine, based on the possession information;

presentation device, responsive to recognition of the own machine as the second game machine, for presenting the

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acquirable game elements to the user of the own game machine via a display device of the own game machine, based on the transaction information for discriminating game elements acquirable to the user of the own game machine provided by the different game machine;

transaction subject selection device, responsive to a predetermined selection and decision operation conducted on an input device of the own game machine in response to the presentation of the game elements to the user of the own game machine, for selecting at least one game element to be actually acquired by the user of the own game machine, from the acquirable game elements, and providing selection result information identifying the selection result to the different game machine; and

information update device, responsive to selection of the game element conducted by the user of the own game machine based on the transaction information provided by the different game machine, or responsive to provision of selection result information identifying the selection result of the game element from the different game machine in response to the provision of the transaction information to the different game machine, for updating the possession information, based on the selection result.